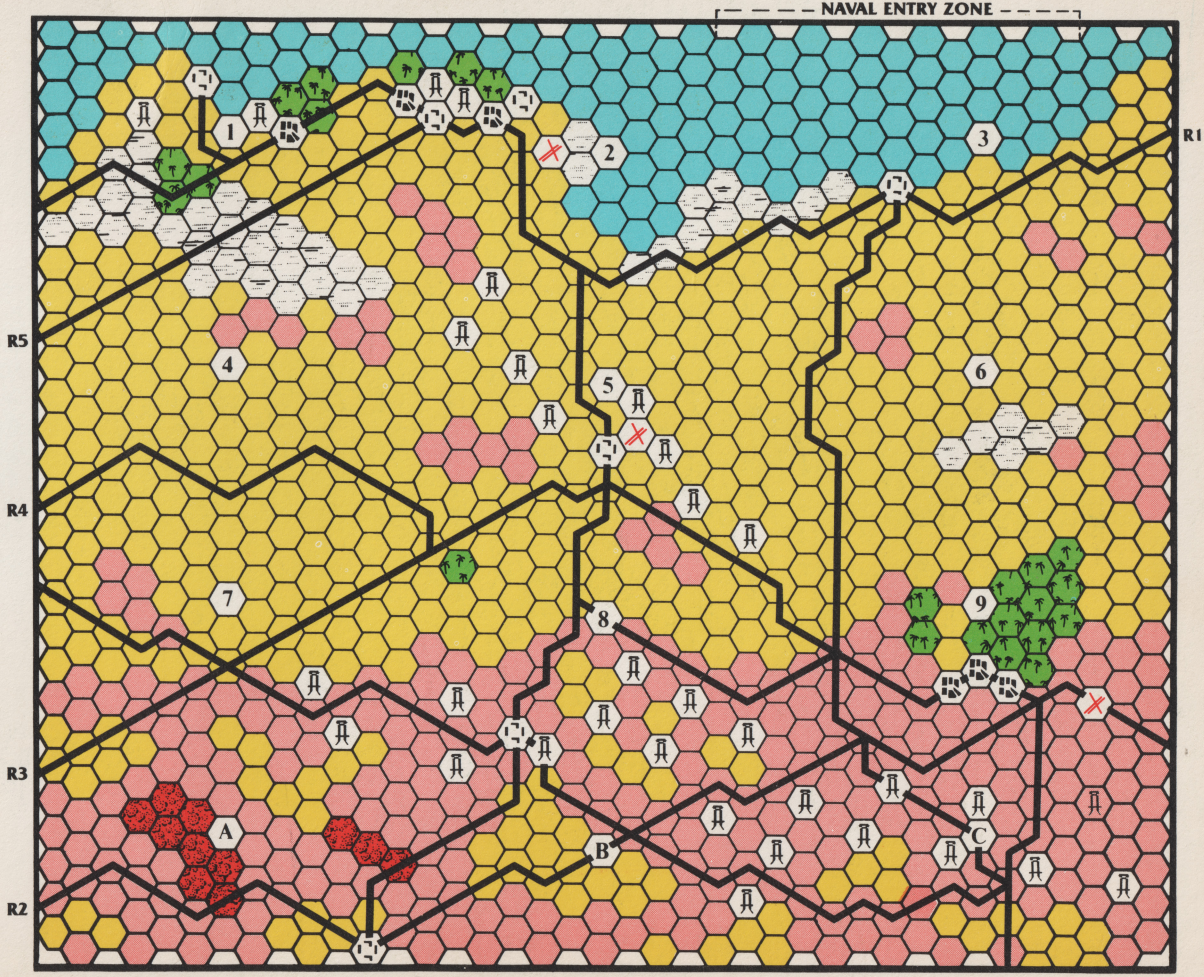
WHEN SUPERPOWERS COLLIDE

RDF 1985™

TERRAIN KEY

- Desert
- Light Rough
- Rough
- Sabkhah
- Oasis
- Persian Gulf
- Village
- Town
- Oilfield
- Airport
- Road
- B — Label (Open)
- R5 — Reinforcement Entry Hex

North



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Reinforcement Schedule

USA

AT START
AIR DROP #1 — 3 INF
AIR DROP #2 — 3 INF

TURN 2
AIR DROP #3 — 2 (1) INF, 1 ENGIN, 1 HQ

TURN 3
AIR DROP #4 — 2 (1) INF

TURN 4
AIR DROP #5 — 2 (1) INF

TURN 7
R1 — 1 AIRCV
AIRFIELD — 4 (1) APC, 1 ENGIN

TURN 8
AIRFIELD — 3 APC, 1 (1) SPG, 1 HQ

TURN 9
AIRFIELD — 4 (1) APC, 1 SPG
R1 — 1 AIRCV

TURN 12
NAVAL — 3 (1) TANK, 3 APC, 1 ENGIN, (1) SPG, 1 HQ

TURN 13
NAVAL — 2 (1) TANK, 1 (1) APC, 2 SPG

TURN 14
NAVAL — 2 TANK, 1 APC, 1 SPG

USSR

AT START
2 (1) TANK
3 (1) BMP
1 ARTLY
1 KATSH
1 HQ

TURN 3
R5 — 2 (1) TANK, 2 BMP, 1 ARTLY

TURN 4
R4 — 1 (1) TANK
R5 — 1 TANK, (1) KATSH, 1 ENGIN

TURN 7
R2 — 1 TANK, 2 (1) BMP

TURN 8
R3 — (1) TANK, 3 BMP, 1 (1) ARTLY, 1 HQ

TURN 9
R2 — 1 (1) BMP, 1 ARTLY, 1 KATSH, 1 ENGIN
R3 — 1 TANK, 1 BMP

TURN 11
R4 — 3 TANK, 1 BMP
R5 — (1) TANK, 1 BMP

TURN 12
R4 — 1 TANK, 1 BMP, (1) ARTLY
R5 — 1 (1) TANK

TURN 13
R4 — (1) TANK, 2 ARTLY, 1 KATSH
R5 — 1 TANK, 1 ENGIN, 1 HQ

TURN 14
R2 — 1 (1) BMP, 1 ARTLY
R3 — 2 TANK, 1 (1) BMP

TURN 15
R2 — 1 (1) TANK, 2 BMP
R3 — 1 BMP, 1 KATSH, 1 HQ

( ) = Reinforcements which only arrive when side is given Reinforced Divisions.